SNS-AR-USA

ActRaiser™

INSTRUCTION BOOKLET

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SUPER NINTENDO

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ActRaiser™

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Prologue

Opening Story

Generations ago, the world fell into deep Chaos.
The Master had maintained the world in a state of peace and harmony. However, an evil one called Tanzra began to threaten its very existence. People spent their lives manifesting their love to their Master while fearing The Evil One.
The Master and The Evil One were eternal enemies.
In strength and power they were almost equals.
Even though the world had fallen into Chaos, somehow the earth continued on its revolving course.
Invasion and destruction...
These were the only aims of The Evil One. To conquer the world was his only desire. However, The Evil One was unable to destroy the Master.
He ordered his six Guardians, who had enormous strength, to defeat the Master and conquer his world.
Even though the world was still in a state of peace, the balance of power began to gradually sway towards darkness.
One day, The Evil One and his Guardians suddenly appeared at the outer gates of the Sky Palace.
The Master, who understood the real purpose of their presence, fought with great courage and little regard for his own life.
The battle waged on for many days.
The Master was so badly injured that he fled to the safety of his Sky Palace.
With the little energy he had left, he erected a barricade.
To heal his serious wounds, he fell into a long and deep sleep.
While in a deep sleep, the presence of the Master's power vanished.
With no one to inspire resistance, the forces of evil invaded the world and did as they pleased.
With little hope for any support from their Master, the people had little choice but to be transformed into monsters.
The Evil One divided the world into six lands and turned over control of each region to his Gaurdians.
The world was completely ruined. Stone statues the people had made in honor of their Master became the only remaining evidence of a once strong and thriving society.
Several hundred years after the world had fallen into The Evil One's power, the Master, who had long since retreated to the safety of the Sky Palace, began to stir.
Even though time had completely healed the Master's wounds, his power disappeared when the last of his loyal subjects succumbed to the forces of evil.
He found his once ideal world and loyal subjects now overrun by evil.
This caused the Master much grief and sorrow, but what could he do? He had no power.
Inspired by the faintest of hope, the Master resolved to battle The Evil One so that peace and order might once again prevail.

With the final preparations made, the Master took down the barrier protecting the Sky Palace and silently began his mission to destroy The Evil One's hold on his earth.

THE OUTLINE OF THE GAME

As you develop the land, your power will gradually be restored. With renewed power you can rid the earth of all monsters.

"ActRaiser" takes place in a world invaded by the forces of evil.
As Master, you must defeat all monsters in each Action Mode in order to purify the land that is being dominated by evil. Each land has two separate Action Modes, "ACT I" and each of the six districts has one Action Mode.
Upon completing ACT I, of an Action Mode you move into the Simulation Mode. An orderly development of the land will result in an increase of the population, which will raise your level and fighting strength.
In the beginning, you will only be permitted entrance to Fillmore. To visit other lands will require that you increase your level. Your first mission will be to purge the land of Fillmore, cultivate it, and raise your level.
Below is an example of how you will progress through the Action and Simulation Modes.

ACTION MODE

As the once-ruling Master, your task in the Action Mode is to regain control of all the land. To accomplish this task you have chosen the statue of a mighty warrior to embody your spirit.
ACT I must be completed before moving into the Simulation Mode. Each land has TWO ACTION MODES. Once you have sealed all the monsters' lairs in the Simulation Mode, you can advance to ACT II.

SIMULATION MODE

The Simulation Mode begins upon completion of ACT I of each lands' Action Mode. Your task here is to develop the land and increase the population. When the population increases to a certain number, the Master's experience will raise a level and his HP will increase. The higher the Master's experience and HP level, the more prepared he will be for the next Action Mode. People will cultivate the land in the direction you advise. Using the Master's resurgence, lead and direct the people through the many incidents and events that take place in the Simulation Mode.

AREA GUIDE

A NEW AND MYSTERIOUS LAND AWAITS YOU!

The world is divided into six lands. The fighting is going to start in Fillmore, right in the middle of the map. You must purify the lands one by one.

FILLMORE 1

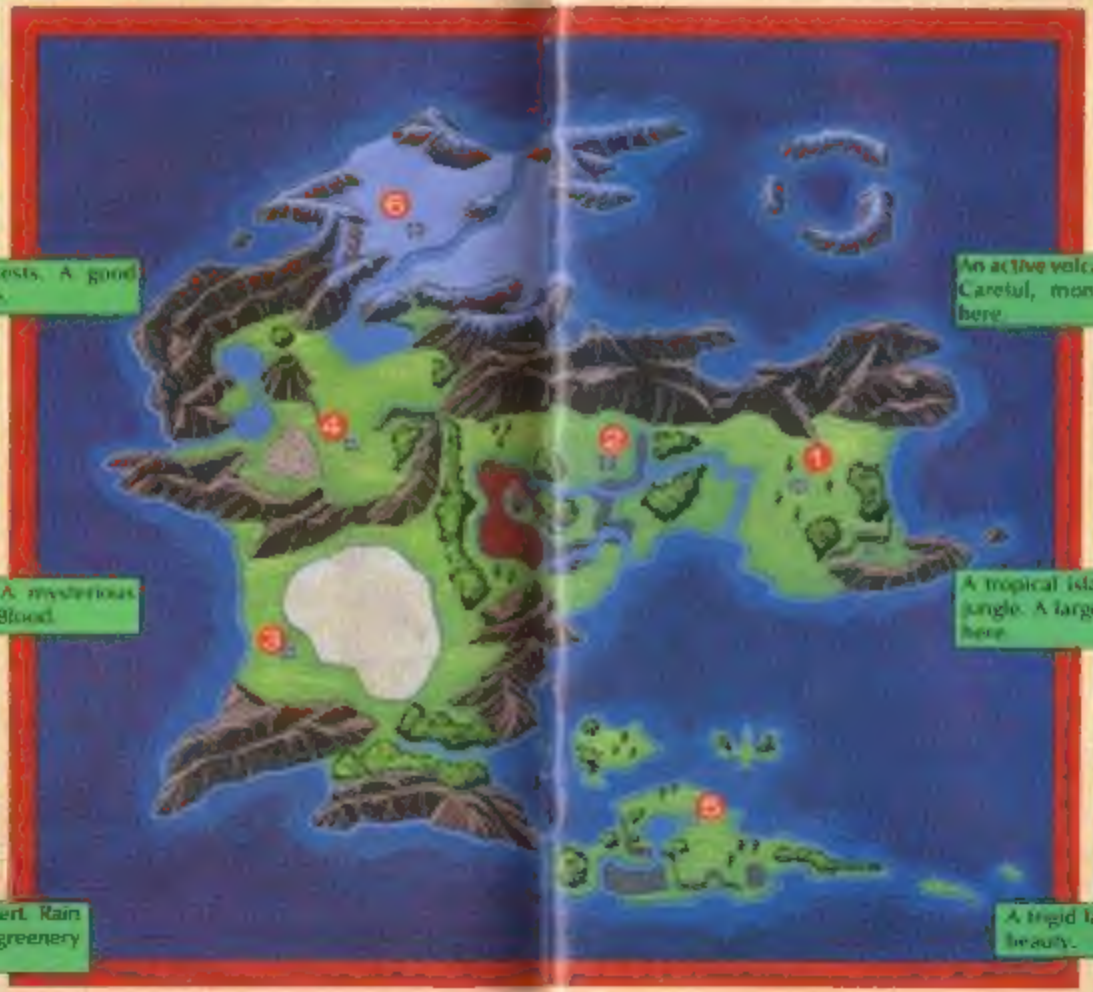
Large meadows and forests. A good chance to gain experience.

BLOODPOOL 2

Water floods this land. A mysterious castle sits by the Lake of Blood.

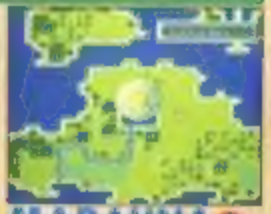
KASANDORA 4

A vast and lonesome desert. Rain will help bring forests and greenery back.



AITOS 5

An active volcano, lava-covered grounds. Careful, monsters are much stronger here.



MARAHNA 3

A tropical island covered under a deep jungle. A large river is also present here.

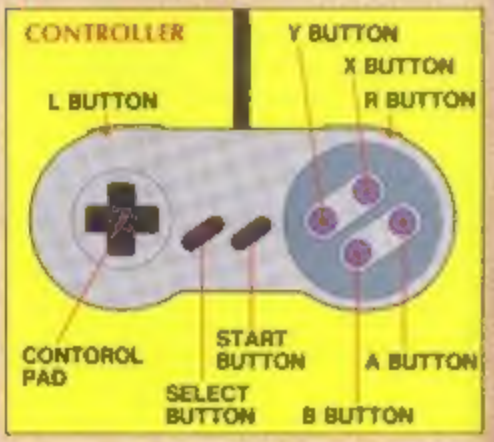
NORTHWALL 6

A frigid land of snow, serene in its beauty.

GAME PLAY

For complete game play, read carefully.

CONTROLLER OPERATION
Controller Operation is described below. The function of each button may change depending on the area you are in.



CONTROL PAD — Moves the main character in the Action Mode and moves the Angel in the Simulation Mode. It also moves the cursor.

A BUTTON — Shrinks your view of the world map.

B BUTTON — Enters the selected command in the Simulation Mode. Controls jumping motion of the warrior in the Action Mode.

X BUTTON — Enlarges your view of the world map.

Y BUTTON — Cancels a command selected in the Simulation Mode. Controls the sword in the Action Mode.

START BUTTON — Start or pause the game.

L and R BUTTONS — Not used during the game.

TO START GAME

Insert your ActRaiser into your SUPER NES and turn the power switch on. The title screen will appear. Push start to begin.

THE GAME

When playing the game for the first time, select "START" on the title screen. To continue, select "CONTINUE" and press start. You can begin a new game at any time, but it will erase the game you had been playing.

CREATE A NAME

Decide the name of the Master. Input the letters of your name and title as instructed on the screen. Once completed, push START BUTTON. Without registering a name, the game will not begin.

HOW TO SAVE YOUR GAME

When you want to stop in the middle of the game, use the commands in the Sky Palace or the Simulation Mode. Select "Other" and then "Progress Log". This will enable you to save the data. Please note, this game pak can only save one story.

CONTINUING A SAVED GAME

To continue a previously saved game, select "CONTINUE" on the title screen.

ERASING DATA

If you switch on the power and hold L and R buttons down on both controllers until the title appears, all previously saved data will be erased. Thereafter, you will be able to start a new game.

THE SKY PALACE

Your game will begin in the inner chambers of the Sky Palace.

The Angel will help you through the beginning sequences of the game.
Read the instructions carefully as they appear on the screen.

OPERATING THE GAME ON THE MAP SCREEN AND THE SKY PALACE

X BUTTON	Enlarges your view of the world map.
Y BUTTON	Cancels the selected command.
A BUTTON	Shrinks your view of the world map.
B BUTTON	Shrinks your view of the world map.
CONTROL PAD	Controls movement of the Sky Palace, also identifies which command you wish to select.

THE INNER CHAMBER SCREEN

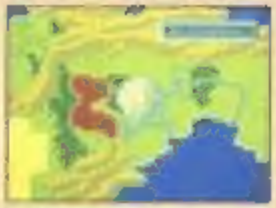
Land Name.
Current Population of Land Plus Total Population of World.
Power Needed to Perform Act of Nature.
Master's HP.
Explanation of Selected Icon.
Angel, The Master's Loyal Servant and Counsel.
Command Icons.
Message Window.

COMMAND GUIDES

From the inner chambers of the Sky Palace you can execute eight different commands. Using the control pad, select the desired command and press B BUTTON.

TO MOVE

Selecting this icon allows you to move the Sky Palace. You may also enter the Simulation Mode by selecting this icon.



SKY PALACE MOVEMENT

Selecting this icon will change the screen from the inner chambers of the Sky Palace to the map of the world. Use this command to get an aerial view of the developing world.

OBSERVE THE PEOPLE

Selecting this icon will allow you to move from the inner chambers of the Sky Palace to the Simulation Mode. This command cannot be used unless the land has first been purified.

FIGHT

This icon will allow you to select the fighting and magic icons.

FIGHT MONSTERS

Selecting this icon will send your spirit down to embody the mighty warrior statue.

SELECT MAGIC

Selecting this icon will allow you to determine the magic spell to use during battle. Various magic spells will be obtained during game play.

STATUS

This icon will allow you to access the various status screens.

STATUS OF MASTER

Selecting this icon will display a current status report on the Master. Also displayed will be the population level to be reached before advancing to the next level.

LV (LEVEL) Indicates the Master's composite strength.

SP Indicates power needed to perform an Act of Nature.

HP Indicates the Master's physical strength.

MP Indicates Magic Power available to use.

TOTAL (COMPOSITE POPULATION) Indicates total number of people inhabiting the world.

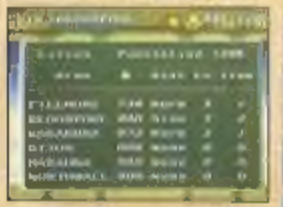
ITEM Displays the offerings you have accepted during the Simulation Mode.

NEXT (NEXT LEVEL) Indicates the population level needed to advance a level.

MAGIC Displays the magic spells that can be used by the Master.

STATUS OF CITIES

Selecting this icon will display the status of each town. You can periodically check on the development of each town.



AREA (LAND) Displays, by name, all six lands.

STAT (POPULATION SPEED) Displays the speed at which each town's population is increasing.

ITEM (OFFERINGS) Displays the number of offerings found in each land.

? Displays the current population of each land.

LV (CULTURAL LEVEL) Displays the cultural level of each land. The higher the level, the more developed the land.

TYPES OF POPULATION SPEED

Five types of population speed are displayed.
Below is an explanation of each.

NONE Indicates no people currently inhabit the land.

SLOW Indicates population is increasing slowly. Your people may require a special item or may need more purification of the land to increase population speed.

NORM Indicates population is increasing very consistently.

STOP Indicates the people have a problem and, until it's resolved, the population will not increase.

MAX Indicates the current population has reached its full potential.

OTHER

Saves the game or changes the system.

PROGRESS LOG

To save your game, select this command and choose either "Yes" or "No". Only one game at a time can be saved. Every time you save a new game the previously saved data will be erased. Remember to push the reset button when turning the power off.

MESSAGE SPEED

Controls the Message speed. "9" being the slowest and "0" being the fastest, move the cursor with the control pad and enter your selection with B Button.

ACTION MODE

RID THE LAND OF ALL MONSTERS

FROM MASTER TO WARRIOR

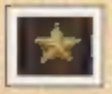
Your spirit brings life to the flawless statue. Your quest is to rid each land of the evil that infects it. Access the command window and select the "Fight Monsters" command to bring life to the mighty warrior.

GET READY FOR MAGIC!

Throughout the game you will be given different magic spells. Once you've collected some magic spells (before selecting the "Fight Monsters" Mode) select which spell you will take with you. Each time a magic spell is used it consumes 1 MP.

MAGICAL FIRE

Fire balls will be thrown to the right and left attacking monsters in your path.



MAGICAL STARDUST

Countless shooting stars fall from above injuring any monsters on the screen.

MAGICAL AURA

The aura of the Master will become a giant ball of light, launching a rotating attack.

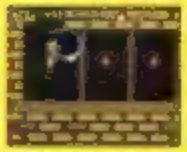
MAGICAL LIGHT

A powerful light from the Sky Palace streams to earth to the right and left of the warrior, injuring all monsters in its path.

CONTROLLER OPERATION IN ACTION MODE

Y BUTTON

* Controls sword movement.
* Throws force fields from the sword.



B BUTTON

* Jump
* When used with Y BUTTON, you can jump and attack.

A or X BUTTON

* Allows you to use the Magic Spell you are carrying with you. You must also press the control pad up when pressing the button.

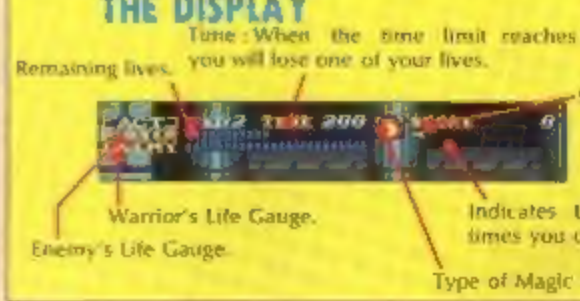
CONTROL PAD: DOWN

* Kneel down. When you use with Y BUTTON, you can kneel and attack.

CONTROL PAD: RIGHT AND LEFT

* Moves your character to the right and left. Where necessary, you can also retreat.

THE DISPLAY



DEFEAT THE GUARDIAN!

How to move on to the Action Mode.

Fiendish enemies, treacherous obstacles and time will try and prevent you from reaching the evil Guardian of each land.

POWER-UP LIGHT ORBS

Light Orbs appear throughout the game. Hitting the Orbs with the sword will reveal various items that will aid the [illegible] on his quest.

DEFEAT THE GUARDIAN AND FINISH THE ACTION MODE

At the end of each action phase you will face a formidable foe. He will not be easily conquered but with valiant effort. You may need to call on any Magic Powers you possess.

TWO ACTION PHASES IN EACH LAND

Each of the 6 ActRaiser lands combine two action phases with a simulation in between. Clearing the first action phase allows you to begin work in the Simulation Mode. Listen carefully to the advice and instructions you receive.

ITEMS

Items will appear in the Action Mode.

Power-ups and items are hidden throughout the game. Once revealed, they will be on the screen for only a short time before disappearing.

LIGHT ORB

HALF APPLE

1/4 of your life gauge will be restored by taking this item.

ORIGIN OF MAGIC

Each magic scroll will increase your MP by one point.

1000 BONUS POINTS

The 1000 bonus points is the highest available in the game.

PROJECTILES

One of the items you collect will allow you to throw crescent force fields from your sword.

WHOLE APPLE

A whole apple completely restores your life gauge.

500 BONUS POINTS

A bonus of 500 points. The more points you get, the easier the game will be.

1-UP

An extra life for the main character.

CRUSH

Taking this item will instantly destroy all enemies on the screen.

SIMULATION MODE

The Object of the Simulation Mode

[illegible] they may flourish. [illegible]

CREATE NEW CIVILIZATIONS

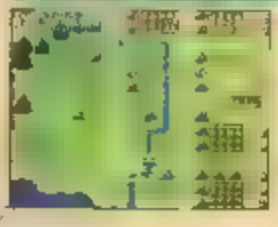
AFTER THE BATTLES, YOUR LEADERS ARE BORN

[illegible]

[illegible] YOUR SERVANT IN THIS MODE

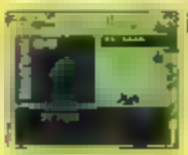
[illegible]

[illegible] TO INCREASE YOUR POPULATION



Developing the land efficiently requires the skilful use of [illegible] obstacles and the effective direction of the people's building efforts. When the "Town Under Construction" message appears on the screen, you can be assured the population is about to increase.

CONTROLLER OPERATION IN SIMULATION MODE



B BUTTON

* Calls up the display window
* Enters selected commands

Y BUTTON

* [illegible] commands
* Shows Angel's [illegible]

CONTROL PAD

* [illegible] the direction of the Angel's movement
* [illegible] YELLOW SQUARE

AREA DISPLAY

The name of the land you are in

[illegible] Population of Land
Composite Population of World

Power Needed to Perform Acts of Nature

[illegible] glass. Each time [illegible] the town will grow.

Your Loyal Subject

Message Window

Angel's life gauge. Each time the Angel bumps into an enemy, the life gauge decreases. The life gauge is restored as the town grows.

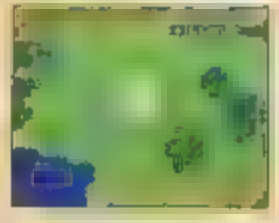
COMMAND GUIDE FOR SIMULATION MODE

B[illegible] will call up the command window

TO MOVE Allows you to return to the inner chambers of the Sky Palace or select an aerial view of the world.

RETURN TO SKY PALACE

[illegible]



SKY PALACE MOVEMENT

[illegible]

DIRECT THE PEOPLE

BUILDING DIRECTION

[illegible]

FOR EXAMPLE

[illegible]

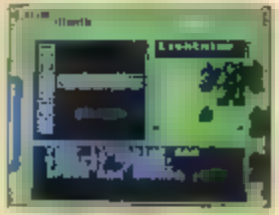
LET US LISTEN

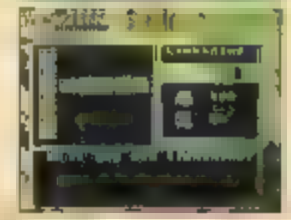
[illegible]

PROBLEM SIGNS

[illegible] thought [illegible] see photo at [illegible] is a sign that your subjects are experiencing some problems. They may need your help [illegible] listen carefully.

MIRACLES (Acts of Nature)



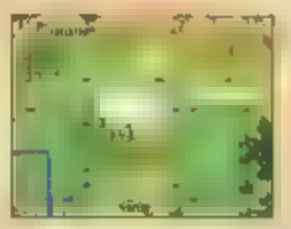


This command allows you, through Acts of Nature, to remove obstacles that may be hindering progress or worrying your subjects. You will, however, need a minimum number of SP to perform these acts. Your SP will increase as you defeat the pests that inhabit the land. Once you have selected which [illegible] the Yellow Square to the area where you want the miracle to take place.

LIGHTNING

A very useful Act of Nature that [illegible] the SP. This miracle [illegible] trees. Palm trees, rocks, houses and fields.

SP CONSUMPTION	10
RESULTS	DESTROYS BUSHES, TREES, HOUSES, FIELDS AND ROCKS



RAIN

The wise use of this Act of Nature can cause many miracles. Rain will restore dried-up fields to productive fields, which in turn may resume the population growth. The rain will also turn vast barren deserts into lush and productive grasslands.

SP CONSUMPTION	20
RESULTS	DOUSE FIRES, TURN DESERTS INTO INHABITABLE LANDS

SUN

Sunlight will also be a valuable tool as you move to new lands and help your subjects reclaim marsh-infested lands. With enough sunlight, even the arctic lands of the north can be inhabited.

SP CONSUMPTION	30
RESULTS	MELT SNOW AND DRY UP MARSH LANDS

WIND

The wind, too, can be a powerful ally. It is strong enough to blow any flying enemies away. Its power can also be put to good use by some of the lands you develop.

SP CONSUMPTION	80
RESULTS	WILL BLOW ANY MONSTERS WITH WINGS AWAY

EARTHQUAKE

This fearsome Act of Nature is so profound in its impact and effect it will require an enormous amount of SP. Unlike the other "Miracles", an earthquake will affect the entire land and may even affect an entire continent.

SP CONSUMPTION	160
RESULTS	DESTROYS HOUSES, FIELDS, ETC.

OFFERINGS

Take and use offerings that your people have found...

As each town develops, people will find many curious things and present them to you as offerings. Most offerings you accept will be valuable possession in your battle against evil. Be selective though, as you can only possess 8 offerings at any time.

TAKE AN OFFERING

Selecting this icon will allow you to choose which offerings you will accept.
Your loyal subject, the Angel, may [illegible] when your subjects have an [illegible] present.

USE OFFERING

Selecting this icon allows you to [illegible] offerings in your [illegible] offerings, if [illegible] lands, will help those lands [illegible].

WHAT ARE OFFERINGS ?

Throughout the Simulation Mode portion of the game, various items will be [illegible] presented to you, the Master. Listed below are some of the items your people will find if you guide them wisely.

SOURCE OF MAGIC

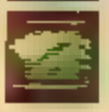
This item will increase the Master's MP.

BRIDGE

Sharing this technology with other lands will make the people who developed this technology proud.

BOMB!

When used in the Simulation Mode, will eliminate all monsters on the current screen.



WHEAT

When offered, will turn less productive fields into more productive wheat fields.

STATUS

Selecting this icon will allow you to review conditions and status logs...

STATUS OF MASTER

Displays the current status of the Master. See page 14 for details. Pressing B BUTTON will also allow you to view scores from the Action Modes you have completed.

STATUS OF CITIES

Indicates current conditions of the towns. When "Slow" or "Stop", appears in the "Increase [illegible]" column, that's a hint the town's people will need some help.

OTHER

Adjust message speed or progress log...

PROGRESS LOG

Saves the progress you've made in the game. This function can be accessed at various locations throughout the game.

MESSAGE SPEED

Allows you to select the desired message speed. "9" being the slowest, "0" being the fastest.

PURPOSE OF THE SIMULATION MODE

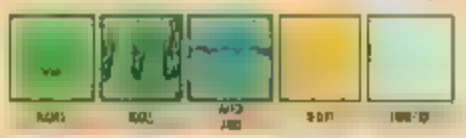
WHY DEVELOP THE LANDS AND INCREASE THE POPULATION ?

Developing each land in an organized fashion allows the maximum population potential and has [illegible] important purpose. As the population of each land reaches a certain level the Master's experience level will also increase.
As the Master's experience increases his life meter for the Action Mode increases as well.

ABOUT THE SIMULATION MODE TERRAIN

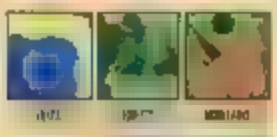
WHAT'S REMOVABLE ?

The geographic features shown at the left will hinder development and cultivation of the land. These features can also be eliminated by using the Miracles/Acts of Nature.



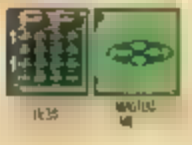
WHAT'S NOT DESTRUCTIBLE ?

The geographic features shown at the left are permanent features that cannot be destroyed.



OTHERS

Cultivated fields are a very precious commodity. Nurture them properly. With proper encouragement and direction, the people of each land can seal up the monsters' lairs.



WHEN ALL THE SAND FALLS TO THE BOTTOM...

Once the sand in the upper half of the hourglass reaches the bottom, the "Town Under Construction" phase of the Simulation Mode will begin. Movement of the sand from top to bottom is regulated by the passage of "Real Time". The passage of time will be suspended while in the Action Mode, in the Sky Palace and during certain phases of the Simulation Mode. When "Town Under Construction" appears on the screen, homes will be built, new portions of the town will be developed and the population will increase.

LISTEN TO THE VOICE OF THE PEOPLE

While developing town, problems arise. Listen to the concerns of your people and determine which Act of Nature, when used, would best solve that problem.
If problems are not successfully resolved, the development of the particular town may stop, which would prevent the population from increasing.

LISTED BELOW ARE SOME OF THE PROBLEMS YOU WILL CONFRONT

You will be asked to do something about the geographical obstacles that prevent extensive development of the lands.

On occasion emergencies occur which will require your attention.

People will share other situations with you that will require your help.

[illegible] confidence [illegible] the monsters' lair by selecting the "Building Direction" command

MONSTERS

ON THE GROUND TOO

The monsters in the Simulation Mode live to make the development of the land difficult. To identify how many monsters are in a particular lair, press B Button while hovering over that lair. Use the arrows the Angel carries to destroy the monsters in the Simulation Mode. Any contact with the monsters will decrease the Angel's HP. If his life gauge is completely red(empty), he will not be able to use the arrow. Time will restore the Angel's HP. The amount of SP the Angel gains is determined by the number of monsters defeated. When the Angel's life gauge is empty, try using some of the Miracles to effectively rid the land of monsters.

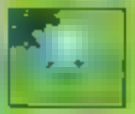
SEAL THE MONSTERS' LAIRS !

The monsters' lairs can be sealed by developing the land over the lairs. This, however, can only be attempted once the population of the land has reached a certain level. The people of Fillmore will offer you a clue as to what that level will be.

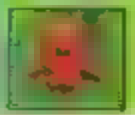
Once in the lair, the people will seal it. As shown in the screen shot above.

[illegible]

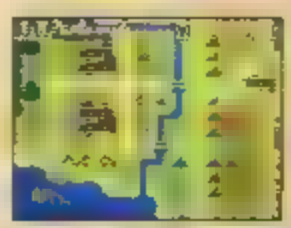
NAPPER BAT
Attacks homes and kidnaps people



BLUE DRAGON
Uses thunder [illegible] and other things



RED DEMON
Scorches and dries up productive fields

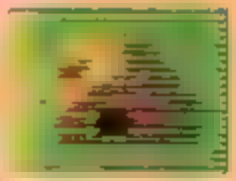


CULTURAL LEVEL

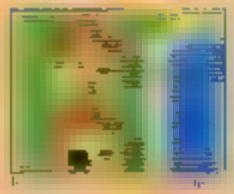
Cultural level refers to the developmental stage of towns. As the level increases, the style and quality of homes improve, allowing the population to increase. The maximum Cultural Level each town can reach is Level 3. These homes are earthquake-proof.

EXAMPLE

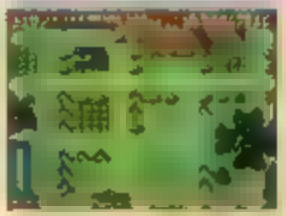
Exclusive Level 3 Mud Hut can house up to 4 people



[illegible]



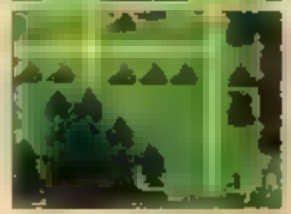
Home or Factory (pitch roof) can house up to 8 people



ADVANCED

DEVELOPMENTS

For each land to reach its maximum development level, roads must be constructed in every possible direction. The more roads you develop the more homes and fields get developed.

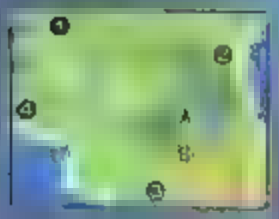


DEVELOP EVERY INCH OF THE LAND

Since there are no clues on where offerings are hidden, it is important that you spend valuable time developing every available piece of land so your people may find all the offerings each town has concealed.

There are several ways that may help speed a town's progress from level 1 to level 3.(NOTE: By using the methods listed below, you will sacrifice the lives of many people.

* Use Lightning or Earthquake to destroy the older homes.
* Allow any fires to burn themselves out.
* Allow the Blue Dragons to destroy the homes for you.



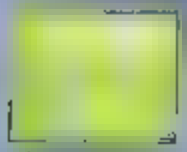
[illegible] a good starting strategy. First build a road to the monsters' lair (1). Then do the same for (2) and (3). You may now move across the river and seal (4). [illegible] all the monsters and allow you and your people to develop the town [illegible]

MONSTERS' LAIR		
NAPPER BAT	12	NAPPER BAT
[illegible]	[illegible]	NAPPER BAT

To clear the small bushes around the shrine, try using "Lightning" [illegible] with the Angel's arrows. To create "Lightning" push B button to [illegible]

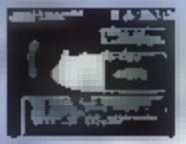
[illegible]

How to seal the monsters' lair. Press B Button to open the command [illegible] "[illegible] Direction" with B Button. After you are asked about the direction of development, select the direction by moving the Yellow [illegible] with the control pad. You may move up to eight blocks. When [illegible] Repeat this procedure to lead your people in other [illegible]



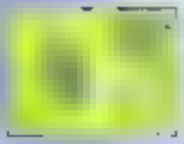
[illegible]

In the process of developing a town, disasters may occur. Your people will come to you with various problems. After listening to your people you can sometimes use "Miracles" to help them. Example: A fire has broken out in a town. To put it out simply use the "Miracles" "Rain"



How to use "Offerings"

After sealing two of the monsters' lairs, direct the people to Point A and they will offer you a "Source of Magic" icon. Note: You must [illegible] offering before you can use it. First push B Button to open the command window [illegible] "Offerings" [illegible] select the "Take a[illegible]" command.

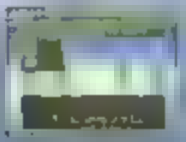


Pay close attention to all information, not just the building direction.

[illegible] the suggestions [illegible] people and cast "Lightning" on [illegible] When the development [illegible] your people will begin to fish [illegible] Magic [illegible] and offered.

[illegible]

[illegible] lairs, your people will discover [illegible] Be sure to take the new technology with you into [illegible]



[illegible] lairs, your people are you to defeat [illegible] controlling Fillmore. Return to the Sky [illegible] You must successfully beat this AC [illegible]

[illegible]

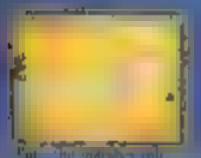
Push B Button to open the command window. Select "Return to Sky [illegible] Sky Palace, open the command window and choose "Select Magic" under "Fight"

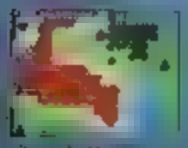
If you are having difficulty clearing AC? If try returning to the Simulation Mode. Build roads across the land. This will help increase your population. As your population grows, your level will also increase, extending your HP. This should make AC? If much easier to clear. When you use the "Compass" icon acquired in Bloodpool, a "Source of Life" will be offered in Fillmore. If used in Marshna, the "Source of Magic" will be offered. The "Compass" may only be used once, the choice is yours.

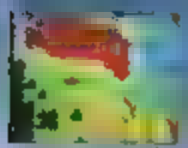
ITEM LIST	[illegible]	
Hook!	Strength of Angel	Source of Magic x2
Source of Life	Bride	Magical Fire

Burn away the bushes around the monsters lair]. Then direct your people to the fair so they may seal it. Next dry up any marshes with the ... rays. Give the 'Bridge' technology to your people by selecting the "Use Offering" icon in the "Offerings" command. Now you will be able t... seal the monsters lairs ...

MONSTERS' LAIR			
[illegible]		BLUE DRAGON	
BLUE DRAGON	4	RED DEMON	







... Magic Skull

The monsters lair ... is hidden under the bushes. Use the 'Lightning Skull' ... to seal it. The water in the lake will then be pumped and ... occur among your people. 'Harmonious Music' ... which you can acquire in Kasandora, will help resolve this problem. When the population increases to a certain point, the people invent a ...

ITEM LIST

Bandit	Wheat	Loaf of Bread	Magic Skull
Compass	Source of Magic	Source of Life	Magical Stardust

KASANDORA

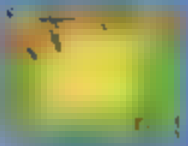
Kasandora is a land covered beneath a ... is necessary for ... is here. Turn the dese... with the 'Rain' icon under 'Mira... begun to develop.

... miracles besides the desert, so start to seal the monsters' lair nearest the shrine. It will be most helpful if you develop the tower in one direction rather than in several directions.

MONSTERS' LAIR			
BLUE DRAGON	2	RED DEMON	
NAPIER BAT	4	RED DEMON	

... desert into green fields by using the 'Rain' icon. Note: Another benefit of sand ... use the whole desert has to be a fertile land. ... monsters' lairs, and that they are ... buried in bloodpool, it will help ...

... most of the wanderers in the desert near them to Pain ... and they will offer you a "Source of Magic" item called 'Harmonious Music'. 'Harmonious Music' has the power to calm people ... in Bloodpool, use this item to stop it. ... you extend the dust to Pain, you will get a "Source of Magic" item.



... mysterious Pyramid appears. This will be the last ... ground to ... Before starting ACT II, ... an "Earthquake" under "Miracles". A "Source of Life" item will be offered to you. After clearing ACT ... a plague may strike Kasandora that only a certain herb can cure. ... extensively, you may discover an "Ancient Tablet".

ITEM LIST

Bandit	Strength of Angel	Source of Magic x2
Source of Life	Ancient Tablet	Harmonious Music

AITOS

Aitos is a mountainous area at the foot of an active volcano. There are many rocks and bushes, all of which can be removed with the "Lightning" command. Clear these obstacles in order to have a fertile land.

Strategy for Purifying Aitos

The west and southwest sides of the shrine are blocked by rocks and the northeast side by bushes. Before you start developing the town, burn the bushes with "Lightning". Try and seal the monsters' lairs in numerical order (1), (2), (3) and (4).

MONSTERS' LAIR			
1	BLUE DRAGON	2	BLUE DRAGON
3	SKULL HEAD	4	BLUE DRAGON

Defeat Skull Head soon after he appears.

Skull Head Will Cleaning the Land.

Seal the monsters' lairs after clearing away all obstacles. The powerful demon, "Skull Head", will appear in Aitos. He is difficult to defeat and can cause Earthquakes 4) will. It is best to seal the monsters' lairs in numerical order. While the level of culture is still relatively low, it is advisable to make use of the offerings "Bomb!" and "Strength of Angel" while fighting these demons.

A leader standing in front of the shrine.

Stop the Wind Blow to Continue Development.

Soon after sealing up the monsters' lairs, an injured leader will stand in front of the shrine. If you make it rain on the shrine as he asks, it will be appreciated. When the level of culture rises, the people will build windmills. If the people tell you that the windmills have stopped due to lack of wind, causing development of the town to stop, make the wind blow with "Wind" icon under "Miracles".

A serene landscape with windmills.

Seal the Monsters' Lair

After sealing the monsters' lair (3) and building a road to the foot of the mountain, some of the people will start climbing. After a while, they will offer you a "Source of Magic" icon discovered at the top. With further development of the town, the people will also offer you a "Sheep's Fleece". Make sure you take this because it will be most useful in Northwall. After you finish sealing all the monsters' lairs, begin ACT II. Good Luck!

ITEM LIST● There are four items that may be acquired in Aitos. Remember to take "Sheep's Fleece"!

Bomb!	Strength of Angel
Source of Magic	Sheep's Fleece

MARAHNA

Marahna is a chain of islands in the sea. This land is covered under a deep jungle full of palm trees and marshes. Building a town will be very tough work. You may accomplish this task by fully utilizing all the "Miracles".

Strategy For Purifying Marahna

Turn the palm trees and the marshes into a fertile land by using the "Lightning" and "Sun" miracles. Work hard to uncover and seal up lairs as soon as possible.

MONSTERS' LAIR			
1	BLUE DRAGON	2	NAPPER BAT
3	RED DEMON	4	BLUE DRAGON

Connect the islands with an "Earthquake".

An "Earthquake" will cause the Islands to connect.

After clearing the land on all islands, use "Earthquake". The Northwest Island will be connected to the main island and you will be able to seal the monsters' lair (4). Although the people in Marahna are surrounded by the sea and have little communication, they manage to discover bridge building on their own.

What kind of Guardian is waiting for the Master in this temple?

The Appearance of a Strange Temple.

In the process of developing the town, a mysterious temple will suddenly appear on the island. Your people will be captivated by its presence. When the population increases, you will be offered an "Herb", which can be used as a cure for a plague. "Wheat", which can be obtained in Bloodpool, can also be given here to increase the population.

You will discover the "Magical Aura" in the small Northeast Island.

Take "Magical Aura".

If you give your people the "Ancient Tablet" acquired in Kasandora, an expedition will leave for the Northeast Island. Burn away the tree at Point A with "Lightning" to help them, and you will be offered the "Magical Aura" icon. If you give them the "Compass", which you acquired in Bloodpool, your people will start deep-sea fishing and after awhile, will offer you the "Source of Magic" icon. Please note that you can use the "Compass" only once. If you use it in another land, you may not use it again.

ITEM LIST● There are four items that may be acquired in Marahna. Be sure all of them are in your possession before leaving.

Bomb!	Strength of Angel	Source of Magic
Herb	Magical Aura	

NORTHWALL

Northwall is an arctic land located in the northernmost part of the world. Sunshine is necessary for people to live in such severe cold.

Strategy for Purifying Northwall

First melt the snow-coverd land using the "Sun" icon, then you can begin to develop the town. All monsters in this final area are very powerful.

MONSTERS' LAIR			
1	RED DEMON	2	SKULL HEAD
3	SKULL HEAD	4	BLUE DRAGON

Melt the snow with the "Sun"

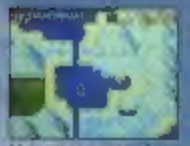
Melt the Frozen Tundra

First melt the snow covering the land with "Sun". Dispose all monsters' lairs as quickly as possible.

Two Skulls appear

Wait for a Sunset of the Monsters

In this last area, there are two Skull Head lairs from which you will be attacked with unbelievable fierceness. This will be a great distraction to the development your town, so defeat Skull Head as soon as possible! After you seal the monsters' lairs ① and ②, your people will develop a bridge-building technology. Once this happens, build the town toward the east. When the population increases to a certain level, you will discover a "Source of Magic" icon at the mighty tree in the east. Be sure to take it.



Melt all ice on the lake and you will be rewarded with "Magical Light"

Discovery of a "Magical Light"

"Sun" has the power to melt the ice-covered lake and snow. After melting the ice at positions (A, B, C and D) your people will start fishing and offer you a "Magical Light". When you use "Lightning" on the shrine you will discover a "Source of Life" icon. After sealing all the monsters' lairs, you will go on to ACT II. If you manage to get this far, you should have no trouble winning the game. Good luck!

ITEM LIST● There are five items that may be acquired in Northwall. Remember to get "Magical Light" and "Source of Life".

Bomb!	Strength of Angel	Source of Magic
Source of Life	Magical Light	

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ITEM DETAILED INFO. SEE PAGE 32~33

NORTHWALL

BLOODPOOL

AITOS

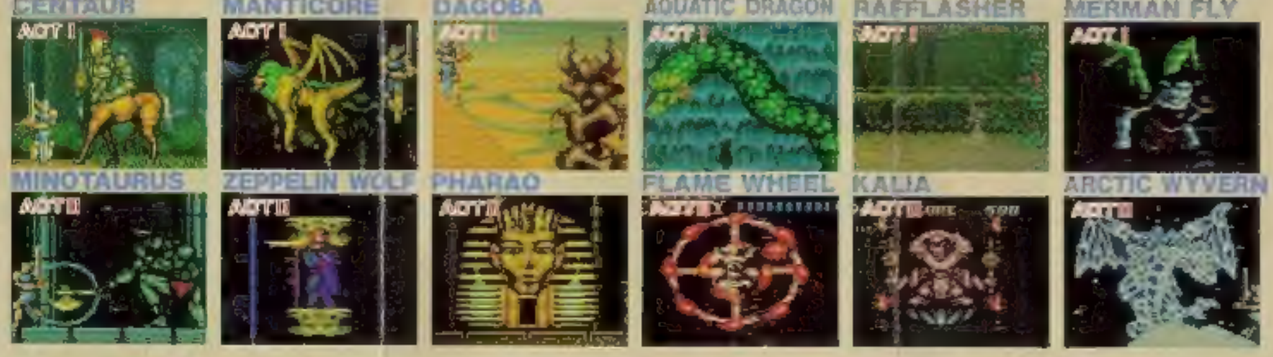
FILLMORE

KASANDORA

MARAHNA

TANZRA'S GUARDIANS

FILLMORE	BLOODPOOL	KASANDORA	AITOS	MARAHNA	NORTHWALL
CENTAUR	MANTICORE	DAGOBA	AQUATIC DRAGON	RAFFLASHER	MERMAN FLY
MINOTAURUS	ZEPPELIN WOLF	PHARAO	FLAME WHEEL	KALIA	ARCTIC WYVERN



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